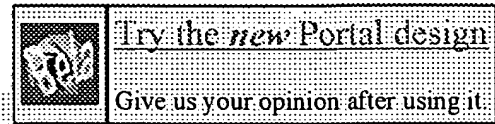




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Thomas Kunz , Michiel F. H. Seuren

**Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research** November 1997

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...
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Luca Benini , Giovanni de Micheli

**ACM Transactions on Design Automation of Electronic Systems (TODAES)** April 2000

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This tutorial surveys design methods for energy-efficient system-level design. We consider electronic systems consisting of a hardware platform and software layers. We consider the three major constituents of hardware that consume energy, namely computation, communication, and storage units, and we review methods of reducing their energy consumption. We also study models for analyzing the energy cost of software, and methods for energy-efficient software design and compilation. This survey ...
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C. Liebig , M. Cilia , M. Betz , A. Buchmann

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Peter Manhart

**Proceedings of the international ACM SIGGROUP conference on Supporting group work** November 1999

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**5** The many faces of publish/subscribe 2%

Patrick Th. Eugster , Pascal A. Felber , Rachid Guerraoui , Anne-Marie Kermarrec  
**ACM Computing Surveys (CSUR)** June 2003

Volume 35 Issue 2

Well adapted to the loosely coupled nature of distributed interaction in large-scale applications, the publish/subscribe communication paradigm has recently received increasing attention. With systems based on the publish/subscribe interaction scheme, subscribers register their interest in an event, or a pattern of events, and are subsequently asynchronously notified of events generated by publishers. Many variants of the paradigm have recently been proposed, each variant being specifically adap ...

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management in cooperative learning environments

**Journal on Educational Resources in Computing (JERIC)** August 2001

Learning is a socially embedded design process. But most of today's hypermedia systems fail to properly support the design-related and the social aspects of learning. Authoring and Web-publishing systems aim to support the authors design processes. Consequently, the activities of learners are confined to selecting and reading. Based on some fundamental reflections on the role of technology in learning processes, we conclude that top priority must be given to the construction of infrastrucur ...

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architectures

Ilija Hadžić , Jonathan M. Smith

**ACM Transactions on Computer Systems (TOCS)** November 2003

Volume 21 Issue 4

The goals of performance and flexibility are often at odds in the design of network systems. The tension is common enough to justify an architectural solution, rather than a set of context-specific solutions. The Programmable Protocol Processing Pipeline (P4) design uses programmable hardware to selectively accelerate protocol processing functions. A set of field-programmable gate arrays (FPGAs) and an associated library of network processing modules implemented in hardware are

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